



TIGER
ELECTRONICS, LTD.

Model 67-032
Ages 5 & up

Screamin' Speedway™

INSTRUCTION

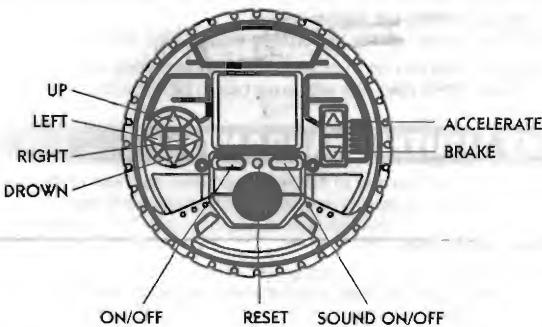
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SCREAMIN' SPEEDWAY

The engines rev and the rubber burns! The green flag waves and the racers scream down the straightaway. Go hard on the gas and work through the gears. Draft off the lead car and swing out for the pass! Avoid debris then pull into the pits for some fuel. Can you and your race team compete?

You'll start as a rookie with a basic car. Win some races and build your ranking points. Use your ranking points to upgrade your car. You'll have to find the right balance of speed, handling, and acceleration to stay in control. Create a top-notch pit crew and you might shave the necessary seconds to challenge the best. It will take all your reflexes to hang in the turns of the Screamin' Speedway circuit!

1. GENERAL CONTROLS



ON/OFF

- This turns your game unit On and Off.
- This turns the sound Off and On.
- This will reset the unit, erasing all saved data.

SOUND

RESET

2. CONTROLLING YOUR RACE CAR

◀ ▶

- Use these directional buttons to steer your car left and right.
- Use this to shift up to a higher gear.
- Use this to shift down to a lower gear.

ACCELERATE

- Use this to accelerate your car.
- Use this to slow your car down quickly.

BRAKE

1. Use the UP/DOWN keys to change the letters.
2. Press the ACCELERATE button to confirm the selection and move to the next space.
3. Press the BRAKE button to move back to the previous letter. You can again make changes.
4. For a space, simply press the ACCELERATE button without selecting a letter.
5. Confirm a letter or space for each position. After a letter or space is selected for the last position, pressing ACCELERATE will move to the STATS screen.
6. At anytime, you can press the BRAKE button to move back to the previous screen.

4. RACING STATS SCREEN

Once you have entered a name, your racing stats will appear. If this is the first time you have played or the unit has been reset, both numbers will be 0.

	3
	128

Parking Wins
Points

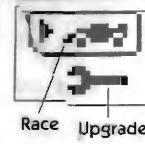
WINS - This shows how many races you have won.

RANKING POINTS - This shows how many ranking points you have won. You will receive ranking points after each race. The higher you finish, the more points you will receive. Ranking points are then used to purchase car upgrades.

NOTE: YOUR NAME, WINS, RANKING POINTS, TRACK RECORDS, AND OPEN TRACKS WILL BE SAVED EVEN AFTER YOU TURN THE POWER OFF (SO YOU CAN TURN THE POWER ON AND CONTINUE FROM WHERE YOU LEFT OFF). HOWEVER, IF YOU RESET THE UNIT OR CHANGE THE BATTERIES, ALL OF THIS INFORMATION WILL BE LOST!!!

Press the ACCELERATE button to view the RACE/UPGRADE screen.

5. RACE OR UPGRADE SCREEN



From here you can choose to race or visit the mechanic for upgrades. Use the UP/DOWN buttons to select one and press ACCELERATE to select.

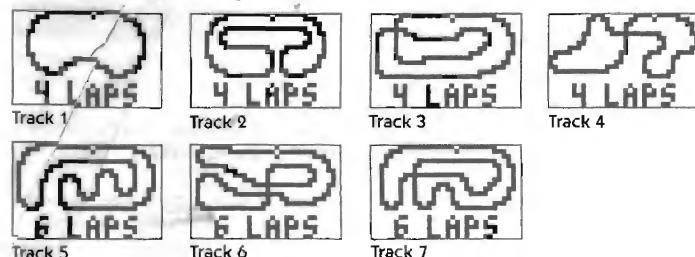
RACE - Choose this and you will move to the track selection screen.

UPGRADE - Choose this to visit the mechanic for upgrades. Here you will use your ranking points to purchase anyone of 4 upgrades. Each upgrade will increase the performance of your car. You will need to race a few times before you have enough points to purchase an upgrade.

6. STARTING A RACE

Once you choose the RACE option from the RACE/UPGRADE screen, the first available race track will appear. You begin with a selection of 2 tracks. Use the UP/DOWN buttons to view each track.

You must win a race on each track to make more tracks available. You must win a race on each of the seven tracks to win the game.



Once the desired track is selected, press the ACCELERATE button to begin the race. First the record for that track will appear. If you have not raced this track before, there will be no track record. Press the ACCELERATE button again to go to the starting line.

ON THE TRACK



Once the race begins, you will see a picture of your car at the bottom of the screen starting in 8th position. There are 7 other cars that you must race against.

At the top of the screen is your race information board. From here you can see:

1. Elapsed Time - Keep your eye on this to see how well you are doing. This will show how long it takes you to finish the race.
2. Racing Position/Turn indicator/Pit Stop warning - Next to the elapsed time is the indicator to tell you the position you are in, warn you when a turn is coming up, and warn you when the pit lane is approaching. As you race down straightaways, your position number will show. When you approach a turn, an arrow will briefly flash indicating the direction of the approaching turn. When the turn is over, the position indicator will return. A "P" will also appear when a pit stop is approaching.
3. Acceleration - This will tell you when you have reached full acceleration for the current gear. When this meter is full, it is time to shift up to the next gear.
4. Fuel - This will tell you how much fuel your car has left. For short races, you will have enough fuel to finish without a pit stop. In longer races, you must enter the pit stop to refuel. Pay close attention to this meter. When it reaches 0, your car is out of gas and can only move in 1st gear.

You will hear a 3 beeps that represent a "3...2...1" countdown. After this countdown, the race begins.

Press and hold the ACCELERATE button to start your car moving. You begin in 1st gear. Once you have reached maximum acceleration for 1st gear (check out the acceleration meter at the top of the screen), press the UP button to shift to the next gear, 2nd, again for 3rd, and again for 4th. Each gear will allow you to go faster so to reach maximum speed, you will want to shift up to 4th gear, your highest and fastest. You can also DOWN SHIFT or BRAKE to slow your car down.

Use the LEFT and RIGHT buttons to move your car left and right to avoid cars and to follow the turns in the track. Be careful to avoid running into other cars or your car will be slowed down and may possibly spin out.

You will also notice that your car will "float" in turns when you are going too fast. The centrifugal force will pull your car towards the outside of a turn. For better control in turns, you may wish to DOWN SHIFT to a lower gear or use the brake.

PIT STOPS



In a long race, you will need to make a few pit stops to refuel. Keep a close eye on your fuel indicator. If it is getting low you may need to pit. As you race, look for the opening to the pit stop on the left side of the track. Take note of where the entrance is!

A warning will appear when the pit stop nears. Check your Place/Turn/Pit indicator at the top of the screen. When a "P" appears, the pit stop is getting close. Quickly slow down your car and prepare to enter the pit stop. To enter a pit stop, you must be going slow enough to get in. When the entrance appears, quickly move your car to the left. Once you are in, you will see your pit crew service your car and then you will be placed back on the track. Press the ACCELERATE button and get back up to speed!

ACCIDENTS

Throughout the race you must avoid hitting cars, going off the track, or running into debris on the road. Here are the things to avoid:

1. **BUMPING** - If you bump into the back of another car, you will probably be slowed down. Usually your car will automatically drop down to a lower gear and you must accelerate and shift up to re-establish your speed. A more severe bump may drop you down 2 gears or cause a spin out.

2. **SPIN OUTS** - These will occur if you go off the road in turns or straightaways. You can also spin out if you hit a car going too fast. If you spin out, your car will re-appear on the track at a stand still. You must accelerate and work back up through the gears to reach maximum speed again.

3. **DEBRIS** - Debris from other cars will occasionally appear on the track. If you run into any debris, your car will be slowed and it will drop to the next lowest gear.

4. **OIL PATCHES** - Oil patches will occasionally appear. If you drive your car through an oil patch, you will temporarily lose control of your car. This can be critical if a turn is coming up.

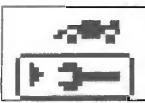
FINISHING A RACE

RANK 3
TIME
2:55:51

Once you complete the last lap of the race, your finishing place and elapsed time will show. Press the **ACCELERATE** button to view the track record. If you beat the record, your name will appear. Press the **ACCELERATE** button again to view the number of Ranking points you have earned for the race and the total Ranking points you have earned throughout the season. Press the **ACCELERATE** button again to return to the **RACE/UPGRADE** screen.

7. UPGRADES

An important part of your racing success will be upgrading your car. Each track will feature better racers and you will find that without the appropriate upgrades, you cannot win. With this in mind, you must accumulate Ranking points by racing.



If you would like to purchase or view the upgrades, select the **WRENCH** in the **CAR/UPGRADE** screen. Press the **ACCELERATE** button to view the upgrades.

Use the **RIGHT** button to highlight each upgrade type. Press the **ACCELERATE** button to view the next upgrade level for that type.

At the top of the screen you will see how many ranking points you have to spend. Below that you will see the type of upgrade and the available level. Beneath that, you will see the cost in ranking points. If you have enough available ranking points, press the **ACCELERATE** button to purchase. If not, press the **BRAKE** button to return to the **RACE/UPGRADE** screen.

Each upgrade has 3 levels. You must purchase each level in order so to get to speed level 3, you must first purchase levels 1 and 2.

Here are the types of upgrades you can purchase:

SPD **HDG**
ACN **PTC**

1. **SPEED (SPD)** - Speed kills! You'll need every bit you can get to compete with the best.

2. **HANDLING (HDG)** - The faster you go, the harder it is to control your car. You'll want to maintain a good balance with speed or you might find yourself chewing rubber!

3. **ACCELERATION (ACN)** - Aggressive racing sometimes leads to a little bumping and side-swiping. Get a jump on the competition and get your car up to speed quickly!

4. **PIT CREW (PTC)** - They could be the difference in a close race. A good pit crew can get you fueled up and back on the track ahead of the competition. In racing, every second counts!

8. GETTING A FRIEND INVOLVED

You may wish to let a friend try and break one of your records. You'll want to let your friend enter his/her name so it will appear beneath the record. To do this:

1. Press the **BRAKE** button from any screen to back up to the name entry screen (unless you are already on the track in which case you must finish the race). Continue to press the **BRAKE** button to back through the setup screens until you reach the name entry. The new player can now enter a name that will appear under any records set.

2. Players can take turns entering their name and then racing. Whichever name is currently entered appears with any records set.

9. HELPFUL HINTS

1. Spend some time racing on easier tracks so you can build up your ranking points. Later races are longer and more difficult and will take longer to build up ranking points.

2. Make sure to balance your car's performance. Too much speed and not enough handling will make your car difficult to control.

3. Down shift in the corners to maintain control and then accelerate out of the turn.

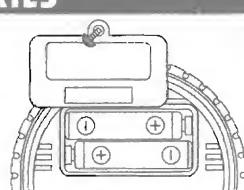
10. SECRET CODES

Screamin' Speedway has some secret codes for you to find. Enter a secret code at the player name entry screen just like you would a player's name.

Hint: Think of the names of a famous cartoon racing team or visit www.tigertoys.com for more information.

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 2 "AAA" OR LR03 batteries or equivalent, making sure to align "+" and "-" as shown.



TO ENSURE PROPER FUNCTION :

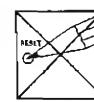
- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

CAUTION/DEFECT OR DAMAGE

CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your LITE 3 KEYCHAIN is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronic, Ltd. Repair Center
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

90 DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship. During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. \$7.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All products returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com

Instruction sheet and packaging should be kept since they contain important information

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Belvedere House, Victoria Avenue,
Harrogate, North Yorkshire HG1 1EL, England.
www.tigertoys.com

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